

LKS2 Summer CYCLE B (Use cycle B when September is an odd year 2021, 2023, 2025, 2027)

Cycle B KS1 Why Settle?

Science - Summer

Science Y3	Plants A (weeks 1-6)	Plants A (weeks 1-6)	Plants A (weeks 1-6)	Plants A (weeks 1-6)	Plants A (weeks 1-6)	Plants A (weeks 1-6)
White Rose online	Forces (weeks 7-8)	Forces (weeks 7-8)	Magnets (week 9-10)	Magnets (week 9-10)	Plants B (week 11)	Biodiversity (week 12)

NC - Key skills & knowledge

History - Summer

Invaders & Settlers Anglo Saxons	To understand the terms 'invade' and 'settle' and to place the Anglo-Saxons on a timeline.	To find out what archaeologists do and how and why they dig for evidence.	To be able to use artefacts to find out about the past.	To be able to use various historical sources to find out about Anglo-Saxon life.	To explore Anglo-Saxon culture including art, music, legends and poetry.	To find out about religion in Anglo-Saxon Britain.
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NC - Key skills & knowledge: Address historically valid questions about change/cause. Develop a chronologically secure knowledge of British history.

Geography - Summer

Village Settlers	To find out about the needs of early settlers and the origins of place names.	To be able to identify settlements and reasons for their original siting.	To be able to identify a range of mapping symbols and know their meanings.	To understand and describe how settlements are connected.	To be able to design a village settlement influenced by physical features and personal choice.	To be able to design a village settlement influenced by physical features and personal choice.
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NC - Key skills & knowledge

Design and Technology - Summer

D&T Wallet (linked to History) Textiles 2D shape to 3D product	Designing • Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s. • Produce annotated sketches, prototypes, final product sketches and pattern pieces.	Making • Plan the main stages of making. • Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. • Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.	Evaluating • Investigate a range of 3-D textile products relevant to the project. • Test their product against the original design criteria and with the intended user. • Take into account others' views. • Understand how a key event/individual has influenced the development of the chosen product and/or fabric.
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NC - Key skills & Knowledge: Technical knowledge and understanding • Know how to strengthen, stiffen and reinforce existing fabrics. • Understand how to securely join two pieces of fabric together. • Understand the need for patterns and seam allowances. • Know and use technical vocabulary relevant to the project.

Computing - Summer

Computing 1st half Unit 4-6	ANIMATION Unit 4-6 PURPLE MASH Unit 4.6 Animation Planning program 2Animate		
Computing 2nd half	CODING MicroBits or j2e code		

NC - Key skills & knowledge

Music - Summer

Compose with Your Friends Social Question: How Does Music Improve Our World? Charanga resources	Step 1 Bringing Us Together Part 1 Complete Resources Brief lesson plan	Step 2 Bringing Us Together Part 2 Complete Resources Brief lesson plan	Step 3 Old Joe Clark Part 1 Complete Resources Brief lesson plan	Step 4 Old Joe Clark Part 2 Complete Resources Brief lesson plan	Step 5 Dance With Me Complete Resources Brief lesson plan	Step 6 Assessment Checkpoint Complete resources Brief lesson plan
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NC - Key skills & knowledge

